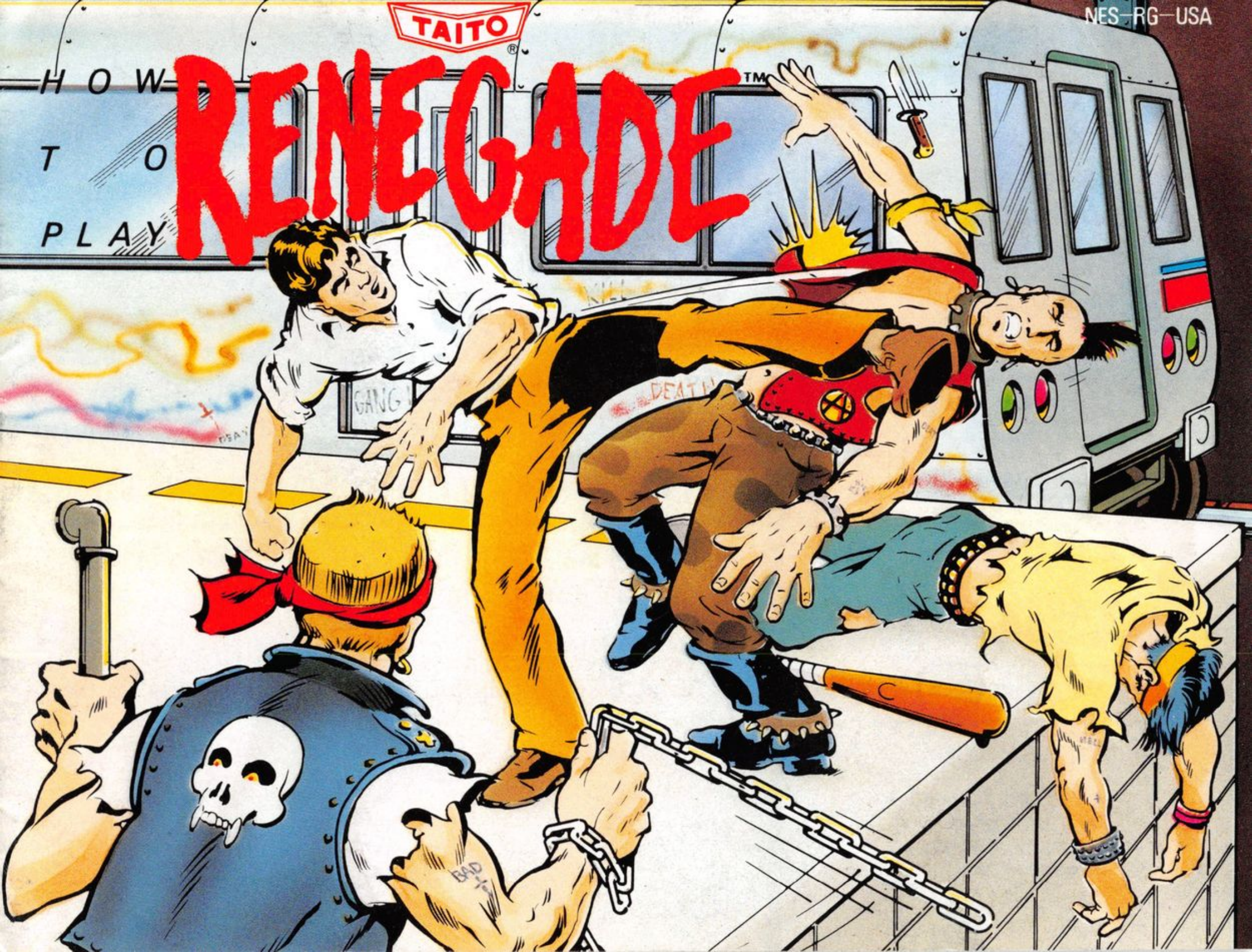
NES-RG-USA

TAITO®

HOW TO PLAY RENEGADE™



TAITO®

TAITO AMERICA CORPORATION

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Nintendo® ENTERTAINMENT SYSTEM®

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CARE OF YOUR GAME

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal conductors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

THANK YOU

for buying RENEGADE™ from Taito!
This arcade hit is now yours to enjoy at home! For the most fun, read this instruction manual thoroughly before you begin your mission!

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THE STORY

You're surrounded by gangs of blood-thirsty thugs. You weren't looking for trouble but you're not going to run from it either.

Only you can put these punks in their place—face down in the gutter. Your flying fists and killer kicks will have to do the job. It's you or them!

HOW TO PLAY

Insert the game pak and select one of the three levels (level = difficulty) of play by pushing either the A or B button. Each level of play has four stages.

Stage 1: Square off against street punks on a subway platform.

Stage 2: Go toe-to-toe with outlaw bikers at the wharf.

Stage 3: A fight against killer Kung Fu females in an alley.

Stage 4: A mind-blowing maze laced with blood hungry hoods.

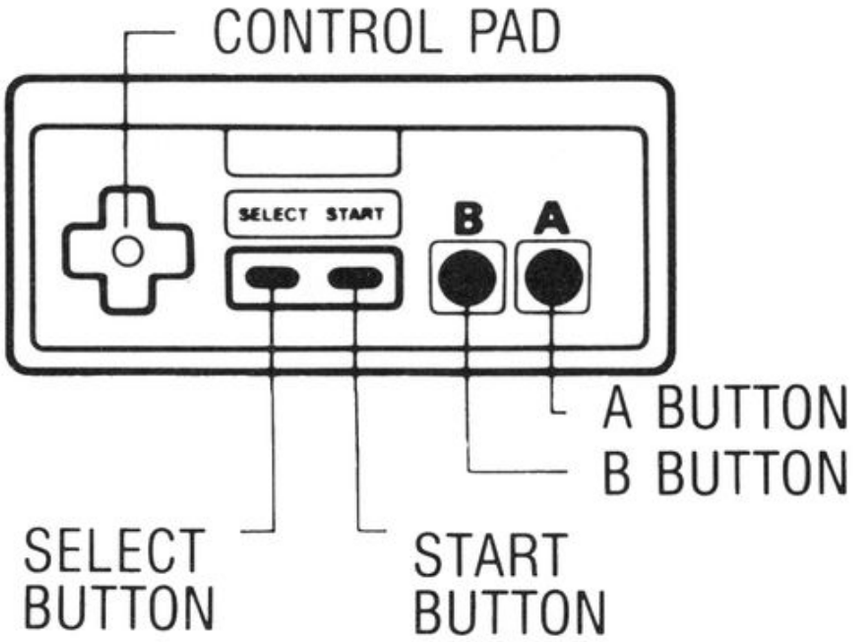
Player loses a life:

When the power meter in the upper left corner of the screen runs out or the time clock runs out.

The game is over when all the players are lost.

HOW TO OPERATE

Controller

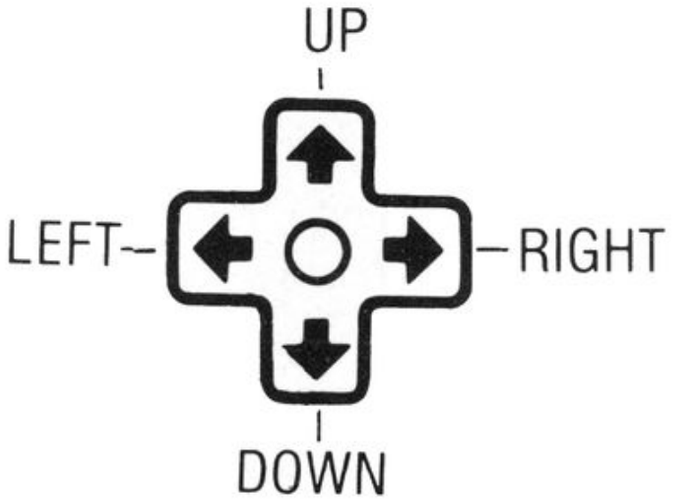


Use the A and B buttons to fight your enemies as follows:

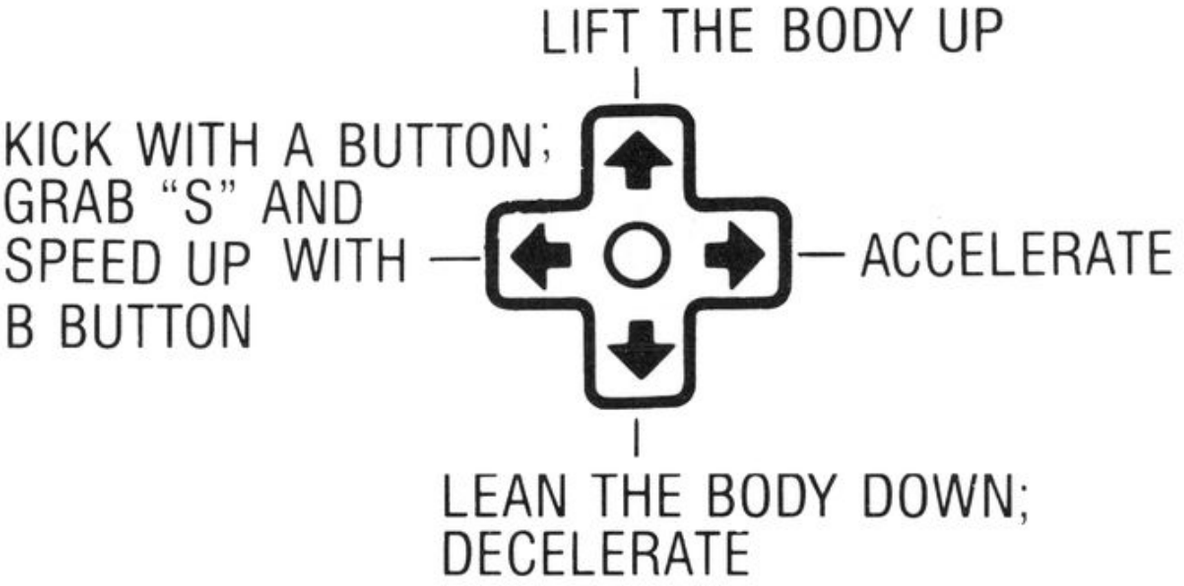
When the Renegade is facing to the right, use the A button to punch and the B button to kick backwards. When the Renegade is facing to the left, use the B button to punch and the A button to kick.

To jumpkick, push buttons A and B at the same time.

RENEGADE



MOTORCYCLE STAGE ONLY



To run, push the control pad either to the right or to the left twice, depending upon which direction the Renegade is facing.

Select Button—Choose 1 or 2 player(s) game.

Start Button—Push START to begin play after player selection.

Pause Function—Push the START button once during the game to pause. Push START again to resume play.

HOW TO OPERATE

Running Punch

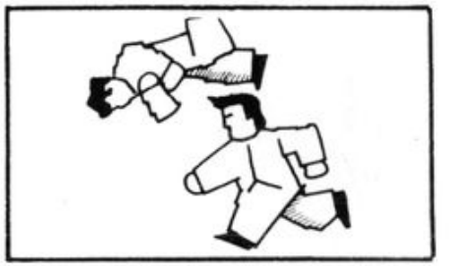
While running to the right, push the A button; while running to the left, use the B button.

Running Kick

Push the A and B buttons at the same time while Renegade is running.

Attack The Enemy When He Is Down (Sit-On Punch)

If the Renegade has knocked the enemy to the ground, he can still attack him (And pick up some special powers too! Look in the "Special Powers" section for details.) When the enemy is laying on the ground, (you can only do this if he is not flashing), stand over him, push the control pad down to make the Renegade sit on him and then start punching. (Hint—you have to move the Renegade to sit on top of the enemy immediately!! The enemy won't stay down for very long.)



Shoulder Throw

If the Renegade is standing face-to-face with the enemy and holding his collar, you can execute a shoulder throw. If the Renegade is facing right, push the control pad to the left. Do the opposite if the Renegade is facing left. (This is a very tricky maneuver and not easily mastered. Do not be disappointed if you do not get the hang of it right away. Keep practicing!!!)

Kneeing Your Enemy

When Renegade is standing face-to-face with the enemy and the enemy is crouching, knee him by pushing the A button if the Renegade is facing right and the B button if he is facing left. (Hint—do not confuse crouching with kneeling. Crouching is when the enemy's knees are slightly bent and he is bending over just a little. It is difficult to detect—you will need a good eye!)

Advance to Stages 2 and 3:

Stage 2

Push the control pad on controller 1 in the following order while pressing the control pad on controller 2 to the left:

Down
Up
Right
Up
Left
Up

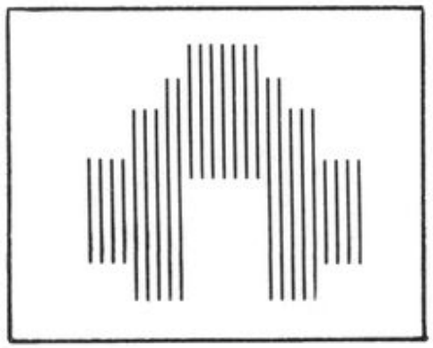
Stage 3

Push the control pad on controller 1 in the following order while pressing the control pad on controller 2 down:

Up
Down
Left
Down
Right
Down

For a 2-player game, push the select button on controller 1 before beginning either of the above procedures.

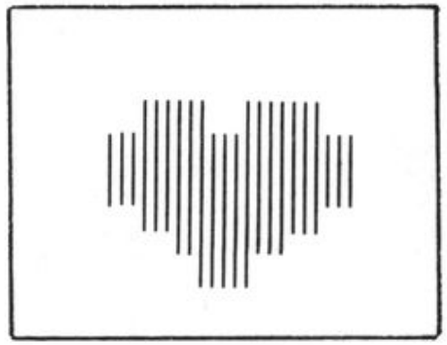
SPECIAL POWERS



HAMBURGER

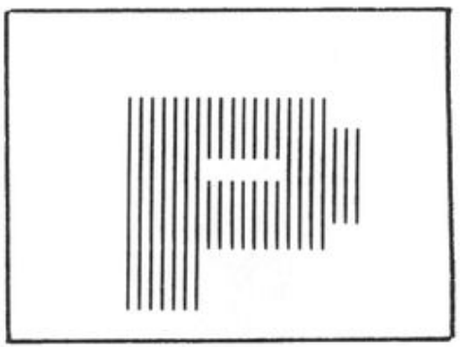
Renegade needs food to replenish his energy level. Kick the walls to find a hamburger. Eat it to bring his power level up to 100%. (Hint—To find the hamburger, use a running kick and kick the wall in each stage when the last two digits of the timer are as follows:

Stage 1: 17
Stage 2: 43
Stage 3: 59



HEART

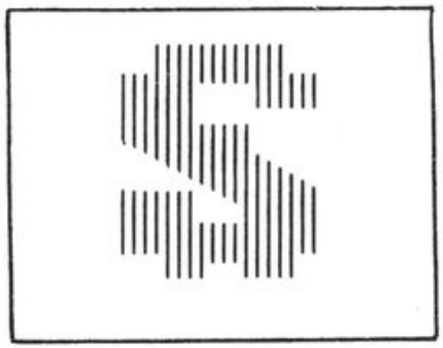
Occasionally a heart will float past the Renegade. Catch it and a second Renegade will appear. (Hint—Use a sit on punch on the Renegade's third victim when the last digit of the timer is an even number.)



POWER UP

A power "P" will appear. If the Renegade can catch it, he will be able to knock down his enemies with one punch. (Hint—Jumpkick the enemy when the last two digits of the timer are as follows:

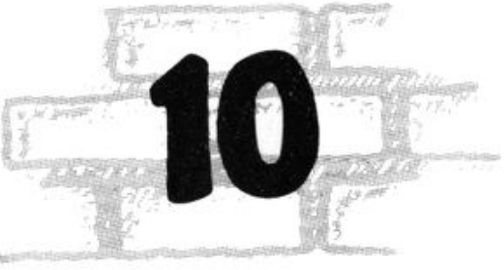
Stage 1: 32
Stage 2: 25
Stage 3: 11



SPEED

A power "S" will appear only in the motorcycle scene. Grab it and Renegade will be able to crash an enemy's motorcycle with turbo power.

NOTES



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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

TAITO AMERICA CORPORATION LIMITED WARRANTY

Taito America Corporation warrants to the original purchaser of this Taito software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito software program is sold "as is," without express or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from use of this program. Taito agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Taito software when returned to its Factory Service Center, postage paid, with dated proof of purchase.

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LOOK FOR OUR OTHER EXCITING NEW GAMES!

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